YEAR OF THE VILLAIN • DARK GIFTS

DC

14

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CATWOMAN

V
ANDOLFO
PRIANTO

FROM THE PAGES OF DARK NIGHTS METAL

THE BATMAN WHO LAUGHS

A graphic novel collection of the best-selling limited series

Written by **SCOTT SNYDER** Art by **JOCK**

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—Newsarama

"Strikingly beautiful and frightfully gripping."
—Infinite Earths

"A title that's worth your hard-earned money."
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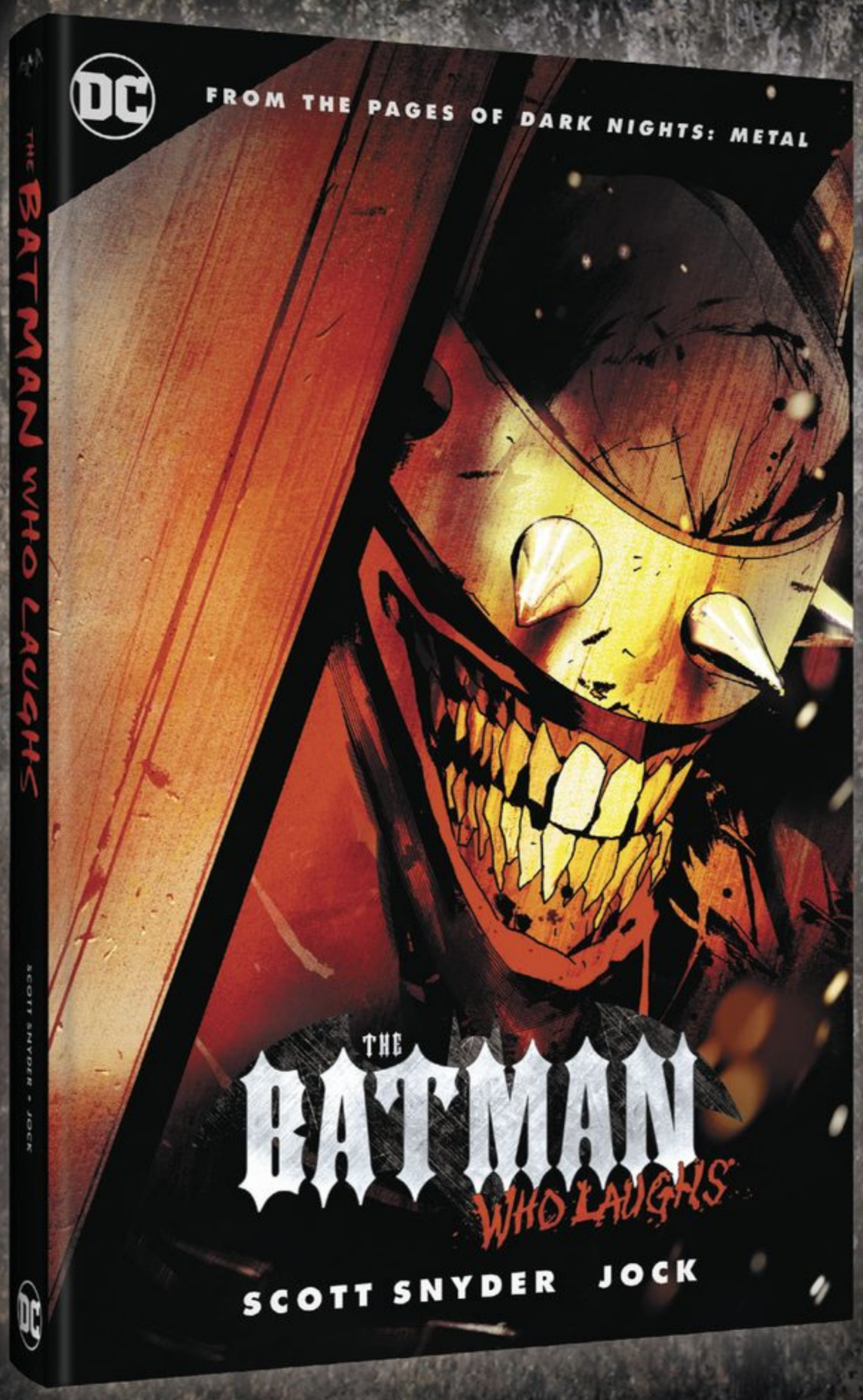

AVAILABLE NOW

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NO.

NOT LIKE THIS.

I HATE THE IDEA OF DROWNING.

NOT THE DEATH, AT THE END. BUT THE FLOATING. THE DRIFTING.

THE LONELY DESCENT.

DAYLIGHT LIVES IN BUBBLES NOW. THIS FAR DOWN, I WONDER IF HE CAN STILL REACH ME.

"HELLO, CAT. ARE YOU OKAY?" HE'LL SAY.

"HELLO, BAT. OF COURSE I AM," I'LL REPLY.

THEN I'LL LISTEN TO HIM BREATHE.

I HATE THE IDEA OF DROWNING.

"FUNNY, BUT ALL OF THIS STARTS WITH A LITTLE BIT OF RAIN.

YOU CAN FEEL THE AIR PAUSE FOR BREATH WHEN SHE WALKS IN.

LIKE SUNSHINE ON A RAINY DAY.

SHE ORDERS A GIN AND TONIC AND A CHAT NOIR, BEFORE SHE TURNS AND SAYS...

MS. KYLE? I'M RAIN.

PARDON?

KAREN RAIN. I'M THE ONE WHO CALLED YOU HERE.

I'VE GOT A PROPOSITION FOR YOU.

BEFORE WE GET TO THAT, MS. RAIN...

...HOW DID YOU FIND ME? HOW DID YOU COME BY MY NUMBER?

YOU DON'T FOLLOW THE NEWS VERY MUCH, DO YOU?

I'M ***KAREN RAIN.*** I WAS MARRIED TO AN ACCOUNTANT HERE IN VILLA HERMOSA.

A MAN BY THE NAME OF ***ALBERT RAIN*** WHO, AMONG OTHER THINGS, KEPT BOOKS AND WASHED MONEY FOR ALL THE ***VILLA HERMOSA*** CRIME FAMILIES.

"HE WAS A FASTIDIOUS MAN AND MAINTAINED DETAILED RECORDS OF ANYTHING HE THOUGHT WAS IMPORTANT.

"HE STARTED A DOSSIER ON YOU WHEN YOU FIRST CAME TO THE CITY. IT'S HOW I FOUND YOU.

CATWOMAN

"AND...IT'S ALSO WHY I'M HERE TODAY.

"YOU SEE, MS. KYLE, ALBERT DIED TWO WEEKS AGO...FROM A BROKEN HEART...

"...BECAUSE I LEFT HIM.

GCPD

"AS SOON AS HE WAS DEAD, THE POLICE FROZE OUR ASSETS AND TOOK ALL HIS FILES.

"NOW, ONE OF THESE FILES, MS. KYLE, HAD INFORMATION ON EVERY SINGLE OFFSHORE ACCOUNT FOR THE VILLA HERMOSA SYNDICATES.

"ANYONE WHO HOLDS THAT FILE--"

LET ME STOP YOU RIGHT THERE, MS. RAIN.

I'M NO THIEF FOR HIRE AND I HAVEN'T WORKED FOR ANYONE ELSE IN A VERY LONG TIME.

I'M NOT IN THIS FOR THE MONEY, MS. KYLE.

IT MIGHT BE HARD TO BELIEVE BUT ALBERT AND I TRULY LOVED EACH OTHER.

FOR YEARS WE DREAMED THAT ONE DAY WE'D BOTH LEAVE AND NEVER COME BACK.

BUY A PLACE IN SPAIN, SOMEWHERE NEAR A BEACH.

BUT I KNEW THEY'D NEVER LET HIM. AND I REALIZED THE LONGER WE STAYED TOGETHER, THE MORE LIKELY HE'D GET HIMSELF KILLED OVER IT...SO I LEFT HIM.

YOU KNOW WHAT THAT'S LIKE? LEAVING SOMEONE BECAUSE YOU LOVE THEM?

=SIGH= ALL I WANT IS A TRIP TO SPAIN AND A SHACK ON A BEACH. I'M OWED THAT MUCH AT LEAST.

EVERYTHING ELSE IS YOURS. AND I DON'T MEAN JUST THE MONEY EITHER.

YOU KNOW AS WELL AS I DO...ANYONE WHO HOLDS THAT FILE HOLDS THE KEYS TO THE KINGDOM HERE IN VILLA HERMOSA.

SO, MS. KYLE, IF YOU'RE INTERESTED, I KNOW WHAT THEY'RE PLANNING TO DO.

Hermosa HEAT PART ONE

RAM V story
MIRKA ANDOLFO art
ARIF PRIANTO colors
SAIDA TEMOFONTE lettering
JOËLLE JONES & LAURA ALLRED main cover
STANLEY "ARTGERM" LAU variant cover
HARVEY RICHARDS associate editor
JAMIE S. RICH editor

I STAY AND LISTEN, OF COURSE. SHE TELLS ME WHAT SHE KNOWS.

VILLA HERMOSA WHISPERS HER OWN ANSWERS AND I PUT THE REST TOGETHER.

THE FILES ARE BEING TRANSPORTED IN AN ARMORED CAR WITH A LOW-KEY POLICE ESCORT.

THE RUSSIANS PLAN TO HIT THEM JUST EAST OF CARRACO. AN RPG TO TAKE OUT THE ARMORED VEHICLE. POLICE CARS SHOULD BE SHORT WORK.

FIRES ALREADY COLOR THE SUMMER SKYLINE.

ALL THAT REMAINS IS FOR ME TO DIVE INTO THE INFERNO.

HELLO, CAT.

PURR

THAT'S WHAT HE'D SAY IF HE WERE HERE ON THIS ROOFTOP, ALL GRIM AND SERIOUS.

"THINGS ARE HEATING UP DOWN THERE, CAT," HE'D DECLARE.

"IT'S THAT KIND OF TOWN," I'D REPLY.

"ARE YOU INVOLVED?" HE'D FROWN, GETTING ALL JUDGMENTAL.

I'D SAY NO. HE'D CALL ME A LIAR.

"ARE YOU KEEPING YOUR EYE ON ME?" I'D TEASE HIM.

HE'D SAY NO. I'D CALL HIM A LIAR.

HE'D OFFER TO HELP.

"NO, BRUCE. YOU CAN'T BE THERE TO CATCH ME EVERY TIME," I'D SAY.

"I'LL BE OKAY. I'VE HAD A LOT OF PRACTICE PICKING MYSELF UP," I'D TELL HIM.

"GOOD-BYE, BAT."

WHIRRR

CATWOMAN IS IN THE TARGET ZONE. INITIATE LOCK-DOWN.

Sixth and Wild Street.

SCREEE

KABOOM

Eighth and Gladys Boulevard.

THWAM!

Caceres Bridge.
Downtown Villa Hermosa.

WHAT THE HELL'S GOING ON?

I'M BEING TOLD THERE ARE EXPLOSIONS ALL AROUND A TWO-BLOCK RADIUS.

THEY'RE CUTTING US OFF! WE NEED ROADBLOCKS AND S.W.A.T TO GO IN THERE.

COPS ARE LOCKED OUT. CATWOMAN'S CAGED IN.

YOU GET THAT?

YOU'RE UP.

COPY...

KR-THNK

ULTRASONIC WAVES MESS WITH YOUR INNER EAR. NOT GOOD FOR BALANCE OR STANDING UP *PLATES.*

PLATES?

MMMHH! PRIOR BRAIN INJURY CAUSED APHASIA. SOMETIMES IT PICKS THE WRONG *BIRDS.*

WHO THE *HELL* ARE YOU?

I'M *NOBODY.*

ANOTHER THIEF PAID TO RETRIEVE THE FILES... JUST LIKE *MEW.*

=UNH=

AARGHH!

CAN'T SEE HIM.

CAN'T HEAR HIM.

ONLY ONE WAY TO DO THIS...

THWIP

I BEG TO DIFFER. IT'S GOTTEN ME OUT OF MANY A PICKLE!

=UNNH...=

CLEVER. BUT THAT WHIP ISN'T GOING TO GET YOU VERY *JAR.*

SSKNT

KLCK

ORIGIN

HADN'T PLANNED ON USING THE DECOY THIS EARLY.

BUT HOPEFULLY THAT'S A SECOND BRAIN INJURY FOR THAT GUY.

STAY LOW, STASH THIS FILE SOME-PLACE SAFE.

BY TOMORROW I WILL BE UNTOUCHABLE HERE.

NO ONE, AND I MEAN NO ONE, WILL DARE...

SHORRK!

NO.

NOT LIKE THIS.

I HATE THE IDEA OF DROWNING.

"HELLO, CAT. ARE YOU OKAY?"

"HELLO, BAT. OF COURSE, I AM."

=COUGH=
NNGH!
=SPUTTER=

B-BAT?

BAT? NO, NO, NO, MY DEAR!

CRADDOCK... JIM CRADDOCK, GENTLEMAN GHOST!

SURELY YOU'VE HEARD OF ME?

FROM WHAT I UNDERSTAND, YOU AND I, WE TRAVEL IN RATHER SIMILAR CIRCLES. THIEVES AND SCOUNDRELS AND SUCH. *HA!*

WHAT THE *HELL'S* GOING ON?

WE'LL GET TO THAT SHORTLY.

FOR NOW, LIE STILL, YOU POOR DEAR, AND ALLOW ME TO SEE TO YOUR WOUNDS.

THERE IS HONOR LEFT YET AMONG SOME THIEVES.

SO... YOU'RE *REALLY* A GHOST?

I'M AFRAID SO, MY DEAR. I'VE BEEN QUITE DEAD FOR QUITE SOME TIME.

IT HAS ITS PERKS.

FOR INSTANCE, I WOULD NEVER FIND MYSELF IN YOUR LESS-THAN-ENVIABLE POSITION.

UNNH... WHAT DO YOU MEAN?

OH... OH, YOU DON'T KNOW, DO YOU?

KNOW *WHAT?*

YOU ARE THE *PRIZE,* MY DEAR!

THAT FILE IS EYE-WATERINGLY VALUABLE, OF COURSE. BUT THE *REAL* PRIZE HERE, THE BIG PAYOFF...

...IS FOR *ASSASSINATING* THE CATWOMAN.

EVERY CRIME SYNDICATE IN THE CITY'S CONTRIBUTED TO THE POT. YOU DIDN'T THINK YOU COULD JUST COME TO A NEW CITY, TAKE DOWN A POWERFUL CRIME FAMILY, AND *NOT* HAVE TO DEAL WITH THE CONSEQUENCES, DID YOU?

SO THEY CALLED IN A GANG OF DEVILS--ALL THIS TROUBLE JUST TO KILL ONE LITTLE CAT.

=UNH= HOW COME, *YOU'RE* NOT TRYING TO KILL ME?

JIM CRADDOCK IS A THIEF, MY DEAR! I HAVE A REPUTATION TO MAINTAIN.

MURDER IS FAR TOO UNGENTLEMANLY A PROPOSITION.

BESIDES, NOW THAT I HAVE YOU HERE... I'LL TAKE THAT FILE FROM YOU, WON'T I?

KLCK

I NEED IT FOR NOW BUT YOU'LL HAVE IT BEFORE THE END. ON MY HONOR.

YOU DIDN'T REALLY LOSE IT TO THAT LUG, DID YOU?

AND GIVEN MY PRIOR KINDNESS, SURELY YOU WILL NOT FORCE ME TO RESORT TO VIOLENCE? I AM QUITE PARTIAL TO THE KITTY CATS. IT WOULD BE A SHAME.

=SIGH= YOU CAN *HAVE* THE FILE, CRADDOCK... BUT NOT JUST YET.

OH? AND WHAT WILL YOU DO NOW? WHERE WILL YOU GO?

THEY TRIED TO HAVE ME KILLED.

I CAN'T LET THAT SLIDE.

"NOT IN MY TOWN."

PURR PURR

YOU KNOW, FOR A MOMENT WHEN I WAS DROWNING...

...I THOUGHT HE CAME IN AFTER ME.

BUT IT WAS ONLY A GHOST.

"YOU HAD ME WORRIED FOR A WHILE THERE," HE WOULD HAVE SAID--SOMETHING CHEESY LIKE THAT.

I DON'T KNOW. MAYBE I WANTED HIM TO CATCH ME.

=SIGH= MAYBE I DIDN'T.

THEY TRIED TO **KILL** ME BUT THEY DIDN'T COME AFTER ME IN THE OPEN.

WANTED IT TO LOOK LIKE I WAS TAKEN DOWN BY OTHER THIEVES. NOW, WHY IS THAT?

THEY'RE AFRAID HE'D COME AFTER THEM FOR KILLING ME. THEY'RE AFRAID OF **BATMAN.**

WHEN THEY REALLY SHOULD BE AFRAID...

...OF ME.

THERE'S ONLY ONE WAY THE SNIPER COULD HAVE FOLLOWED MY MOVEMENTS THROUGH THE CITY AND MADE THAT SHOT.

THEY WERE **WATCHING.** THE CAMERAS, CLOSED-CIRCUIT TVs, VIDEO FEEDS--I BET THEY'LL ALL LEAD ME THERE.

YOU ***SURE*** YOU GOT HER?

WELL, I DON'T SEE HER ANYWHERE. AND YOU HAVE NO ***PROOF*** OF HER DEATH.

SO-- KEEP LOOKING.

NEXT: **MOUSETRAP!**

THE FUTURE IS NOW

GET READY FOR A JOURNEY THROUGH A THOUSAND YEARS OF DC HISTORY!

BRIAN MICHAEL BENDIS ✷ RYAN SOOK ✷ JIM LEE
DUSTIN NGUYEN ✷ ANDREA SORRENTINO ✷ ANDRÉ ARAUJO
NICOLA SCOTT ✷ and more

Legion of Super-Heroes

WHO ARE THEY?

The Legion of Super-Heroes are the greatest superheroes of the 31st century, and they're coming to the DC Universe with writer Brian Michael Bendis and artist Ryan Sook at the helm. But before we get there, we're taking a little tour through time, guided by a mysterious character from the 21st century. We talked to Bendis for more on ***LEGION OF SUPER-HEROES: MILLENNIUM****, the two-issue series that spans a thousand years of DC future history.*

BRIAN MICHAEL BENDIS: When I first came to DC and we were making our Superman plan, debuting the Legion and launching it in a huge way was a big, big, big reason for me to come over here. I knew that a lot of building had to be done to get there.

I got very excited about it, and on top of this major launch, we're thinking about what we could do that would excite readers who knew all their stuff—and would engage readers who don't know anything about the Legion, but would like to be part of it, and would like to be part of all that connective tissue that people feel about the Legion. We definitely wanted to do some kind of special event that leads up to it.

Then I thought, wouldn't it be interesting if there was a character that could literally take us from today, and walk us up to the Legion's front door a thousand years from now? We started doing research and looking for characters that were already immortal or had some kind of slow aging process. Then we thought, maybe there was someone who didn't know this was part of their powers. Who would that be? Should it be a hero? Or a villain? Is there a character that's kind of both? Who would walk us through?

That's when we focused on [redacted], who is a character I really, really like, who had been through a lot of mysterious, weird stuff in the DC Universe—who could easily not figure out something had happened to her during her other life.

We're going to have her walk us through every single future in the DC Universe, and connect them all together, and you're going to feel a connective tissue from Kamandi to OMAC to Tommy Tomorrow to Booster Gold to Batman Beyond—and some secret stuff that we're going to wait for inside the book itself—and walk you all the way up to the Legion's front door. It tells us the story of all the DC futures, and it also tells us how the icons survived, and what they changed into, and why they're so important to the Legion, and how the Legion will now reflect that back to us.

Also—there's a character from the 21st century in the 31st century with a perspective that is different from everyone else's.

The special got so big, with so many huge artists—these are really, really special artists who are coming to join us—that it ended up being two specials. That shows you how big the story is, and it'll take us right up to **LEGION OF SUPER-HEROES #1**.

MILLENNIUM

*How do each of the artists contributing to **LEGION OF SUPER-HEROES: MILLENNIUM** play a distinct role in the story?*

BENDIS: We started with Jim Lee. Jim was on board right away, and in his heart, would love to draw the Legion. This is something really near and dear to his heart. I went to Andrea [Sorrentino] and said, "Kamandi, but don't do Kirby." I'm a Kirby aficionado who thinks that Kirby didn't want to be imitated, but wanted to inspire. He went nuts, and it is gorgeous.

We reached out to every single artist, and gave them either, "You tell us what your favorite DC history is," or, "I have something for you." For Nicola Scott, I said, "Hey, Booster Gold," and she went, "Yes, please!"

We put it all together, and we made a big timeline, and we lined it all up, and we connected the histories with another history—what happened in between the things that we never talked about.

JIM CHEUNG: The Legion has always been one of my favorite teams at DC, so when the opportunity arose to be a part of its return, I couldn't say no. Getting to draw OMAC meant referencing the legendary Jack Kirby's work. I always welcome any excuse to do that!

ANDREA SORRENTINO: When Brian come at me with the idea, I was floored. I felt the pressure of the challenge, but at the same time the excitement was big enough to overcome the stress.

DUSTIN NGUYEN: I honestly just skimmed the initial email and saw the words "Brian Bendis" and "Batman Beyond," and responded that I was in. I didn't even know what project I was signing up for.

WHO IS THE MYSTERY WOMAN FROM TODAY STRANDED IN THE FUTURE?

It had to be a very fun and unique challenge to make a linear narrative out of all of those disporate futures.

BENDIS: Totally! And every artist got to see a little bit of what the other artists were doing, so everyone could be inspired to do their own special sauce. Andrea handed his in right away, and really inspired everybody to blow the roof off the place.

NICOLA SCOTT: I was already excited for the Legion to return but when Bendis asks you to be involved I got pretty jazzed. I'm a little obsessed with the Space Museum, so to spend all my pages there, redefining it for a new age, was thrilling.

THE TEAM

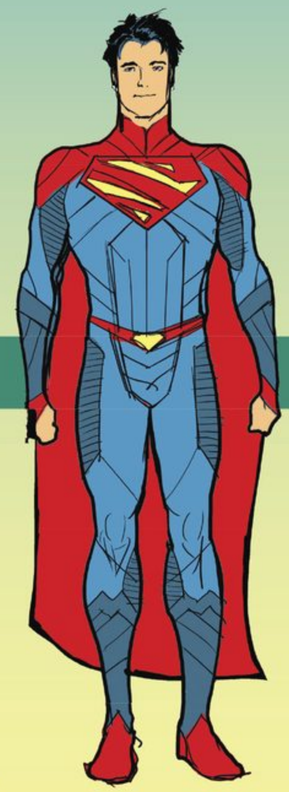
BENDIS: When people see what Ryan's done—and he's been working on this all year—we've been working intentionally to make sure that all of it is very fun and very enthusiastic, and very new and very future forward.

What can you share about your approach to redesigning the LEGION characters? How did you balance retaining familiar elements while bringing something new?

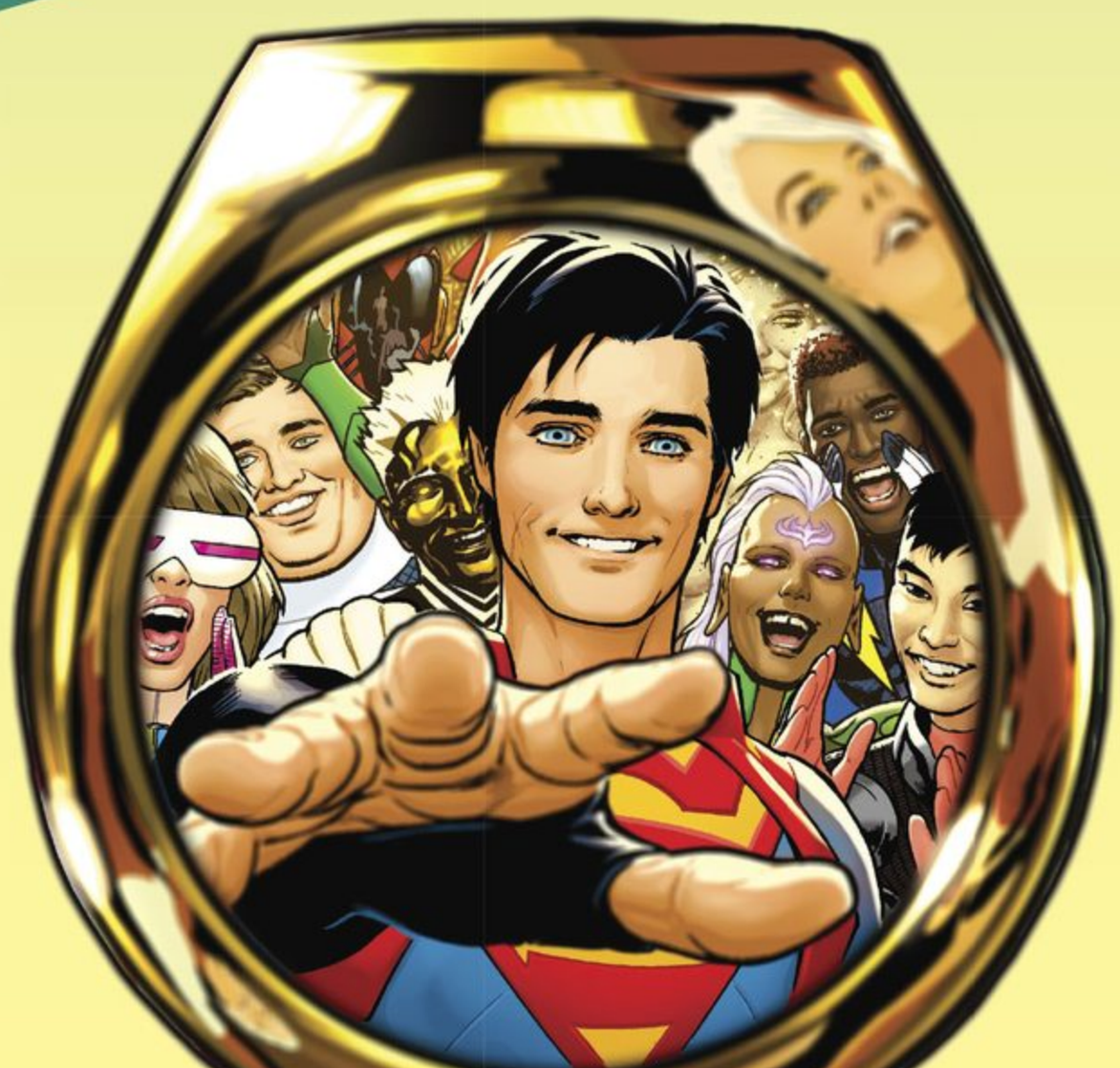
RYAN SOOK: My approach was to strip everything away to just the character. Just personality or powers, or in some cases, just the name of a character and then start from scratch. Building visuals not from history but from the bare bones of each character and pushing it as far as I could, visually. And then, after finding a foothold that felt alive, going back to the previous incarnations that are already so strong and bringing the extremes to a center that is familiar but hopefully fresh. I sort of hate the idea of "redesigns" because the existing material doesn't need redesign. It's great as it is! But to enter into the enormous potential of Legion and imbue it with a contemporary and relevant life, you have to do what the previous innovators and creators did, endeavor to do something new! No, it can't ever be the same again, but it can be better than it's ever been! That is my approach. It has to be!

What has you excited about introducing the LEGION OF SUPER-HEROES to a new generation of fans?

SOOK: For me it's the characters. Characters they can love! Characters that are so full of potential and presence! You kind of know them somehow but don't know what they're going to do next and you can't wait to find out! This group of young heroes is so expansive and diverse and yet they have this bond as a team. And they're getting to know each other as we get to know them. That's the exciting part. To know that these characters I am growing to love will be experienced by a new audience as well as by lifelong fans who already know what great characters the future holds. My excitement for the new fans is to share what the die-hards know: once you put the ring on, you never take it off.

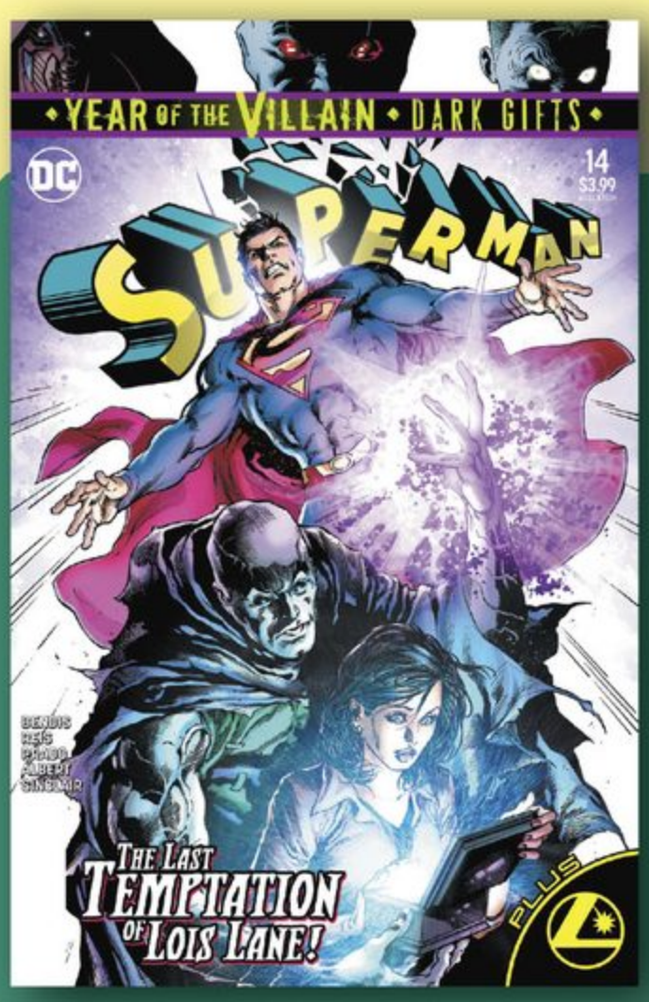


THE ROAD TO LEGION



BENDIS: I used to open up a Legion story, and you just see that group together, and you go, "This is just a crayon box of imagination." Everything about it just exploded with excitement and enthusiasm, and I want to have that feeling in my life, and I want to give that feeling to other people.

I'm so excited that I get to do this. What I thought it was going to be, it's that, times five. It's more difficult to write than I ever thought it was going to be. It's like this giant tapestry—35 lead characters, each with their own power set and story line, and view of the world. It's almost like an epic Robert Altman movie on every page. All of these things are such a challenge, but it's everything I wanted to do.



Excited for the Legion to arrive?

GET READY WITH THESE COMICS:

- ☐ *Superman* #14—on sale 8/14/19
- ☐ *Superman* #15—on sale 9/11/19
- ☐ *Superman* #6—on sale 10/9/19
- ☐ *The Legion of Super-Heroes: Millennium* #1—on sale 9/4/19
- ☐ *The Legion of Super-Heroes: Millennium* #2—on sale 10/2/19
- ☐ *The Legion of Super-Heroes* #1—on sale 11/6/19

HARLEY QUINN BREAKING GLASS

A GRAPHIC NOVEL

A DC NATION INTERVIEW WITH ARTIST

Steve Pugh

What can you tell us about the story?
Can an odd duck save her adopted flock without quacking heads?

Why are you excited about this project?
The most exciting thing that can happen to a character you love is to see her through new eyes. Mariko's script is as funny as it is moving, and I know that the more inspiring a script is, the more inspired the art turns out–you can't fake that. After I read the pitch for this book, I needed to draw it! Mariko's story offered me the opportunity to develop a style just for Harley, more nuanced. A line and wash style that was perfect for character moments but could scale up into full color in moments of high drama.

Why should fans check this out?
Above all, these are characters you're going to love to be around. They are funny and clever and stupid and brilliant. You're going to care what happens to them, and see things explode and stuff, emotionally and actually.

Describe the story in seven words or fewer.
Where are you going with that bat?

Can you talk about your color choices and how they evolved over the course of the book?
From the onset of this unique story, we knew the color palette had to carry its own identity, just like the entire cast and Harley's world. I treated it a lot like incidental movie music; everyone got a color theme, most obviously Ivy and Joker. Harley's childhood life was rendered in a bleached yellow, golden color, but spiked into reds with her early rages. Red holds the power throughout the book. It's introduced as the Gotham sky when Harley arrives in the new city, but then characters earn red and sometimes steal it off each other as the plot twists in their favor. There are some other color stories going on too but it's no fun if I just lay it all out for you! Let me know when you have it all figured out.

Do you think this had a happy ending?
I don't think it ends really, does it? You're always a beginner, you're always learning. Mariko is too clever a writer to do something one-dimensional, and she doesn't tip her hand until you actually get to the end. I think it has an authentic ending where doors close AND open, and true friendships are made from steel cables. I loved the ending, and I felt the music rise!

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